

revealed by a backlight when the user picks up remote control **2500**. The UI elements may reorient when remote control **2500** is picked up such that the UI elements are aligned with a particular viewing angle with respect to the user. Controls can be symmetric (e.g., both touchpads have similar controls), where the forward set (the set away from the user) illuminates, or there could be two different sets of buttons (e.g., top has home, play, Siri®, etc., while bottom has volume control, forward, back, etc.). In the symmetric case, volume and forward/reverse may be controlled by pushing the icon and then moving their finger clock-wise or counter-clock-wise. In the asymmetric case, Play/Pause, Menu, etc. can be on the far touchpad, and icons for volume up, volume down, forward, and back may appear on the near touchpad. In some implementations, remote control **2500** could support more complicated gaming controls by having a game controller accessory that the remote clicks into. This may provide a more ergonomic experience as well as advanced functionality, including an analog joystick, start/menu buttons, shoulder bumpers, and the like. This could be enabled by, for example, adding an Orion® connector to the side of the remote.

[**0177**] FIGS. **26A-B** show a remote control directing media in a scene **2600** to a number of media accessories based on a directional movement of the remote control, according to certain embodiments. Scene **2600** includes a remote control **2610**, a display device **2620**, and an audio device **2630**. FIGS. **26A-B** show how content can be “flicked” or moved to or between devices via remote control **2610**. FIG. **25A** shows how a user can select media and gesture toward display device **2610** to play media content thereon, which may include both video and audio content. Alternatively, the user may gesture toward audio device **2630** to play the media content, as shown in FIG. **25B**. The gesture may be a performed on a touch sensitive input (e.g., a touch pad on the remote control) or can be a movement to point the remote control to the desired device to play the media content. As described above, a system (e.g., system **2000**) that is aware of a location of the various electronic devices in a location (e.g., home, building, area, etc.) can determine what the remote control is pointing at via its orientation (dead reckoning) capabilities and determine a function based on the requested action (e.g., play media content) and the device being selected (e.g., play audio on the audio device **2630**). This is but one example of the myriad possibilities and implementations, as would be appreciated by one of ordinary skill in the art with the benefit of this disclosure.

Example of a System for Operating Controller Devices in a Host Unit Network

[**0178**] FIG. **27** shows a system **2700** for operating a controller devices (brain) in a host unit-modular accessory network, according to certain embodiments. System **2700** can be used to implement any of the host controller devices discussed herein and the myriad embodiments defined herein or within the purview of this disclosure but not necessarily explicitly described. System **2700** can include one or more processors **2702** that can communicate with a number of peripheral devices (e.g., input devices) via a bus subsystem **2704**. These peripheral devices can include storage subsystem **2706** (comprising memory subsystem **2708** and file storage subsystem **2710**), user interface input devices **2714**, user interface output devices **2716**, and net-

work interface subsystem **2712**. User input devices **2714** can be any of the input device types described herein (e.g., keyboard, computer mouse, remote control, etc.). User output devices **2716** can be a display of any type, including computer monitors, displays on handheld devices (e.g., smart phones, gaming systems), or the like, as would be understood by one of ordinary skill in the art. Alternatively or additionally, a display may include virtual reality (VR) displays, augmented reality displays, holographic displays, and the like, as would be understood by one of ordinary skill in the art.

[**0179**] In some examples, internal bus subsystem **2704** can provide a mechanism for letting the various components and subsystems of computer system **2700** communicate with each other as intended. Although internal bus subsystem **2704** is shown schematically as a single bus, alternative embodiments of the bus subsystem can utilize multiple buses. Additionally, network interface subsystem **2712** can serve as an interface for communicating data between computer system **2700** and other computer systems or networks. Embodiments of network interface subsystem **2712** can include wired interfaces (e.g., Ethernet, CAN, RS232, RS485, etc.) or wireless interfaces (e.g., Bluetooth®, BLE, ZigBee®, Z-Wire®, Wi-Fi, cellular protocols, etc.).

[**0180**] In some cases, user interface input devices **2714** can include a keyboard, a presenter, a pointing device (e.g., mouse, trackball, touchpad, etc.), a touch-screen incorporated into a display, audio input devices (e.g., voice recognition systems, microphones, etc.), Human Machine Interfaces (HMI) and other types of input devices. In general, use of the term “input device” is intended to include all possible types of devices and mechanisms for inputting information into computer system **2700**. Additionally, user interface output devices **2716** can include a display subsystem, a printer, or non-visual displays such as audio output devices, etc. The display subsystem can be any known type of display device. In general, use of the term “output device” is intended to include all possible types of devices and mechanisms for outputting information from computer system **2700**.

[**0181**] Storage subsystem **2706** can include memory subsystem **2708** and file storage subsystem **2710**. Memory subsystems **2708** and file storage subsystem **2710** represent non-transitory computer-readable storage media that can store program code and/or data that provide the functionality of embodiments of the present disclosure. In some embodiments, memory subsystem **2708** can include a number of memories including main random access memory (RAM) **2718** for storage of instructions and data during program execution and read-only memory (ROM) **2720** in which fixed instructions may be stored. File storage subsystem **2710** can provide persistent (i.e., non-volatile) storage for program and data files, and can include a magnetic or solid-state hard disk drive, an optical drive along with associated removable media (e.g., CD-ROM, DVD, Blu-Ray, etc.), a removable flash memory-based drive or card, and/or other types of storage media known in the art.

[**0182**] It should be appreciated that computer system **2700** is illustrative and not intended to limit embodiments of the present disclosure. Many other configurations having more or fewer components than system **2700** are possible. The various embodiments further can be implemented in a wide variety of operating environments, which in some cases can include one or more user computers, computing devices or